My Career Path Research draft

3 Job advertisements (LinkedIn.com/Jobs)

1. **Concept Artist** - **Warner Bros. Entertainment** - **San Francisco, CA**

Role:

- **The Concept Artist will work with the Art Director to create a library of pre-visualization art that will help shape the overall look of the game. This work will cover multiple art styles and encompass both characters and environments. Towards the end of a project, they may chip in to help create textures and other assets that fit their skills.**

Responsibilities:

- **Creating pre-visualization of art 2d/3d art assets for pre-production and production.**
- **Painting textures for use in game.**

Qualifications:

- **A demonstrable background in traditional art and art history is preferred.**
- **At least 3 years progressively complex industry experience within discipline.**
- **At least 2 titles from pre-production to ship, as an on-site member of a development team.**
- **The candidate must have an expert level understanding of Color theory, Perspective, and Anatomy, as well as a firm grasp on dramatic lighting for games/film. They should also be able to demonstrate an ability and willingness to work in multiple styles, from photo-real to highly stylized.**
- **A background in, or experience with Architectural design for games**
- **A background in, or experience with Entertainment Design.**
- **A background in, or experience with Product Design.**
- **A firm, demonstrable understanding of how 2D designs translate to 3D spaces.**
- **Experience painting in game textures.**
- **UI work.**
- **Experience doing production level 3D work.**
- **Visual storytelling – storyboarding for cinematics or to mock up game play scenarios.**

Seniority level:

- **Mid-Senior level**

Employment type:

- **Full-time Job**

Link:
https://www.linkedin.com/jobs/search?keywords=concept%20artist&location=United%20States&geoId=103644278&trk=public_jobs_jobs-search-bar_search-submit&redirect=false&position=1&pageNum=0

2. **Artist** - **Huffington Post** **San Francisco, CA**

Role:

- **Ubisoft is committed to enriching players' lives with original and memorable gaming experiences. We create worlds where people can express themselves, explore and discover new possibilities.**

Are you looking to work with enthusiastic experts who are tackling game-changing challenges in entertainment and beyond? At Ubisoft, we offer an open environment where bright ideas are given a chance to shine and everyone is eager to share knowledge.

Challenge accepted? Join us and create the unknown.

Responsibilities:

- **Design and implementation of high quality AAA Visual Effects to support story, art direction and gameplay objectives**
- **Translate reference, concept art, storyboards, written game design briefs, and verbal directions into prototype and implement real-time VFX in game**
- **Create a wide variety of real-time special effects using sprite-based particle systems along with pixel and vertex shaders; e.g. rain, snow, smoke, explosion, destruction, weapon, fire, geometry, surface shader, and full screen effects**
- **Create and optimize VFX to run within performance limitations**
- **Identify and best practices of VFX workflow**
- **Work with Art and Programming teams to anticipate and solve technical challenges within given constraints and visual requirements**
- **R&D on new industry technology and trends to improve the project's visual quality and efficiency**
- **Prioritize, plan, and organize VFX Domain tasks using Hansoft with the Producer/Associate Producer**

Qualifications:

- **5 years of professional VFX experience in game or film industry**
- **2 years as a senior role; at least one shipped AAA game title**
- **Proficient in creating high quality VFX using Maya, Houdini, or other equivalent tools**
- **A creative thinker who feels comfortable experimenting and presenting approaches and solutions that help push the edge of what's possible with FX**
- **Production experience utilizing particle systems and other forms of dynamic simulations**
- **Able to balance quality and technical constraints**
- **Strong problem solving and troubleshooting skills**
- **Excellent written and oral communication skills**

Seniority level:

- **Associate**

Employment type:

- **Full-time Job**

Link:
https://www.linkedin.com/jobs/search?keywords=Freelance%20artist&location=United%20States&geoId=103644278&trk=public_jobs_jobs-search-bar_search-submit&redirect=false&position=1&pageNum=0

3. **Senior Graphic Designer - Vivino San Francisco, CA**

Role:

- **The Senior Graphic Designer works as part of the Marketing team to develop and execute concepts under the direction and guidance of the Senior Manager of Brand Marketing. They are responsible for participating in all phases of the creative process from concept to completion and are encouraged to ask questions and offer insights that are relevant and of value to the team and client.**

Responsibilities:

- **Under the strategic direction of the Senior Manager of Brand Marketing, develops and executes design solutions that are fresh, innovative, and market driven**
- **Works well under pressure with focus and speed**
- **Collaborates well with cross-functional stakeholders, and brings expertise in all areas of design including layout, type, logo development, color, and style composition**
- **Creates work that answers to the brief, the direction and the opportunity, and also offers alternative solutions of their own**
- **Maintains awareness of technical and design movements in varied disciplines critical to the work**
- **Continually hones craft by learning about and exploring new design concepts through personal research and experimentation**
- **Practice observation of the Vivino Brand and other Vivino designers**
- **Demonstrates advanced computer skills and the ability and willingness to stay current on software applications**
- **Ensures that all work (digital files) is maintained, saved and organized according to protocol**
- **Ensures that work is completed according to specified timelines and communicates regularly about progress**
- **Comes to meetings on time and prepared with assigned creative, ready to participate in group idea generation and critique**
- **Will be responsible for the management and development of a Graphic Designer**

Qualifications:

- **Expertise of Adobe Creative Suite with proficiency in Illustrator, Photoshop, and Indesign**
- **Proficiency in Communications**
- **Familiarity with Google Docs and Dropbox**
- **Required Education and Experience Degree from accredited college in Graphic Design with related coursework/ education**
- **At least 5-7 years of graphic design experience, preferably within a studio setting**

Seniority level:

- **Associate**

Employment type:

- **Full-time Job**

Link:
https://www.linkedin.com/jobs/search?keywords=Graphic%2BDesigner&location=United%2BStates&geoId=103644278&trk=public_jobs_jobs-search-bar_search-submit&currentJobId=2156156511&position=8&pageNum=0&redirect=false

Deliverables:

1. **The common conventions, themes, and consistencies among the job advertisements start with the job title, name of company, city, and state of the company. Then, they describe the roles, responsibilities, qualifications, seniority level, and employment type of the job. The job roles may provide the company's background, culture, and work environment. In this job description research, I learned which types of graphic design jobs are available and what it takes to qualify and compete.**
2. **I am targeting entry-level, full-time jobs in graphic design with companies which provide products or services I can relate to.**

3 Portfolios (Behance.net)

1. **NORN : PRESENT WORLD by Daniel Liang (Concept Artist from Taiwan)**
- **"NORN: PRESENT WORLD" is a graduation concept art project which is made by Daniel Liang, who collaborated with his friend, Eroz Young. Below are some of his concept art done for this project based on Eroz's original script.**

Link:
https://www.behance.net/gallery/101536005/NORN-PRESENT-WORLD?tracking_source=search_projects_recommended%7Cconcept%20art

2. **Macchitsuki CV & Portfolio by Wulan Safitriana Cahyani (Freelance Artist from Indonesia)**

- **“Macchitsuki CV & Portfolio” is a cute artwork portfolio collection made by Wulan Safitriana Cahyani. She makes various cute anime-styled digital drawings of various girls.**

Link:
https://www.behance.net/gallery/94052979/Macchitsuki-CV-Portofolio?tracking_source=search_projects_recommended%7CFreelance%20artist

3. **KAORI TEA | Branding & Packaging by Tuyla Z (Graphic Designer from Brazil)**

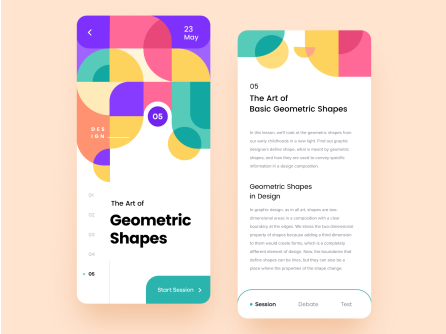
- **“KAORI TEA” is a branding & packaging-type of graphic design that is made by Tuyla Z. It is a brand of special teas, fresh & tasty. These teas are made of herbs and special flowers. It aims to bring tranquility and peace for someone who is drinking. One of the meanings of the Japanese name “Kaori” is the most scented flower, that’s why the graphic symbol is based on a petal of flowers with a simplified form. As it is a young and modern brand, its colors bring happiness and relaxation.**

Link:
https://www.behance.net/gallery/96769173/KAORI-TEA-Branding-Packaging?tracking_source=search_projects_recommended%7CGraphic%20Designer

Deliverables:

1. **The common themes and consistencies among the portfolios are the presentation, introduction, promotion, and providing examples of each designer’s artwork. I’ve learned from this exercise the value of creating an individual portfolio to promote one’s professional artwork online.**
2. **Portfolio formats:**
    - **Title of portfolio and Artist’s name**
    - **Introduction to purpose and theme of portfolio**
    - **Sample artworks with labels**
    - **Ending credits, date of work and artist’s website**
3. **Mastery of design apps, consistent themes, and artistic talent. In the example portfolio of Kaori Tea, the artist showcased consistent theme and color schemes in branding and packaging of various Kaori Teas.**

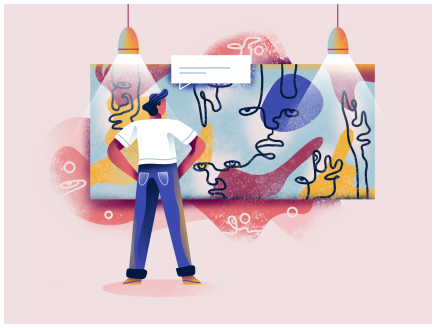
3 High Fidelity Images (Dribbble.com)



1. **Learning App Concept by Akshay Devazya for RapidGems (Concept Artist)**

- **Learning App concept is a visual design exploration made by Ashkay Devazya for RapidGems that is designed for mobile apps in the future.**

Link:
https://dribbble.com/shots/7151612-Learning-App-Concept



2. **Artist by Berin Holy for Felic Art (Freelance Artist)**

- **This "Artist" digital drawing is made by Berin Holy for Felic Art as a Freelance Artist.**

Link:

https://dribbble.com/shots/7187596-Artist

3. **2020 Festival - Brand Identity by Broklin Onjei for Creative Invention Studio (Graphic Designer)**

- **2020 Music & Arts Festival is a proposed flyer design created by Broklin Onjei for Creative Invention Studio. It is made for the upcoming event in November 2020. These flyer designs feature abstract contemporary modern geometric shapes with trendy and fashion colors to reach a modern audience.**

Link:

https://dribbble.com/shots/9649617-2020-Festival-Brand-Identity

Deliverables:

1. **In the first image, "Learning App concept" I like how this concept art features "The art of Geometric shapes" session. This concept artwork gives the target audience a clear idea that this "Learning app" might happen in the real world someday.**
2. **In the second image, "Artist" features a digital drawing of a man, who is proud of his beautiful abstract painting. This artwork is made by a Freelance artist. I like how this is a good example of an Indie work in general.**
3. **In the third image, "2020 Festival" is a proposed flyer design made by a Graphic designer. This proposed flyer is going to be released in November 2020. These prototype flyer designs promote to the target audience about this upcoming event.**